

ABSTRACT OF THE DISCLOSURE:

A method for generating a simple kind of computer based artificial consciousness, which means to give a in a computer running invention-pursuant program the capability to act and to know the effects of its actions and to plan further actions consciously. This is realized by giving the computer the capability to program its processor by its own and to plan that self-programming targeted. This works, because the computer learns to program in machine-code by its own and it has got a dynamical valuation system to weight if its actions are useful or not. Further basic needs like "no_pain" and "no_hunger" are modelled to make it act to fulfill its basic needs. It has also the capability to solve a pregiven by several formulas determined programming aim, which means to develop logical programs which then can be implemented by users into their projects.

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